

nüFEKOP

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PRESENTS

RESCUE FROM NÜFON

YOU'RE ON A MISSION TO THE ALIEN BUILDING LOCATED ON THE PLANET NUFON. THERE ARE 30 HUMANS TRAPPED SOMEWHERE IN THE FIVE STORY COMPLEX. YOU MUST LOCATE THE HUMANS, STRAP ON THEIR TELAPORT LOCATORS, AND SIGNAL THE MOTHERSHIP TO BEAM THEM UP. BUT IT'S NOT THAT SIMPLE. THERE ARE FOUR DIFFERENT RACES OF HOSTILE ALIENS THAT YOU MUST AVOID, OR FACE THE POSSIBILITY OF HAVING ALIENS SHOW YOU HOW THEY OVERCAME THE LAST 29 PEOPLE WHO HAVE TRIED TO RESCUE HUMANS FROM NUFON:

REQUIRED

5K COMMODORE VIC 20 COMPUTER
COMMODORE TAPE PLAYER

LOADING

TURN COMPUTER ON, INSERT TAPE INTO PLAYER AND REWIND. PRESS AND HOLD DOWN THE SHIFT KEY THEN PRESS AND RELEASE THE RUN/STOP KEY. NOW RELEASE THE SHIFT KEY AND PRESS "PLAY" ON TAPE. AFTER A FEW MOMENTS THE SCREEN SHOULD SAY LOADING. IF NOT, REWIND TAPE AND START LOADING PROCEDURE OVER. THIS GAME IS IN TWO PARTS, THE INTRO PROGRAM WILL LOAD IN, AND THEN THE MAIN PROGRAM WILL LOAD IN (SELF LOADING). BE SURE AND NOT SHUT THE TAPE OFF UNTIL THE GAME IS IN AND RUNNING.

PLAY

HERE IS A LIST AND SHORT DESCRIPTION OF THE CONTROL KEYS.

- "N" - NORTH - MOVES PLAYER NORTH
- "S" - SOUTH - MOVES PLAYER SOUTH
- "E" - EAST - MOVES PLAYER EAST
- "W" - WEST - MOVES PLAYER WEST
- "U" - UP - WHEN PLAYER IS IN ELEVATOR, MOVES PLAYER UP ONE LEVEL.
- "D" - DOWN - WHEN PLAYER IS IN ELEVATOR, MOVES PLAYER DOWN ONE LEVEL.
- "F" - FIRE - FIRES ENERGY WEAPON, USES NEEDED ENERGY
- "T" - TRANSPORT - AFTER PLAYER HAS FOUND HUMAN AND READIED THEM WITH LOCATOR, PRESSING THIS WILL SIGNAL THE SHIP TO TRANSPORT HUMAN TO SHIP.

AS SOON AS GAME LOADS IN, PLAY BEGINS. YOU HAVE ALREADY BEAMED DOWN TO THE THIRD FLOOR OF THE BUILDING, SOMEWHERE NEAR THE CENTER OF THE LEVEL. YOU MUST IMMEDIATELY GET TO WORK. THE TIME WILL CONSTANTLY TICK AWAY, REMINDING YOU THAT YOU MUST SUCCEED WITH YOUR MISSION QUICKLY, BECAUSE WHEN THE TIME RUNS OUT THE MOTHERSHIP WILL DESTROY THE ENTIRE PLANET TO PUT AN END TO THE ALIENS REIGN OF TERROR. YOU SEE ONLY ONE ROOM AT A TIME. TO GET TO ANOTHER ROOM, JUST WALK THROUGH ANY OF THE EXITS IN THE WALLS. YOU CAN DESTROY AN ALIEN AT ANY TIME BY FIRING YOUR ENERGY PHASOR. IT WILL EASILY DESTROY AN ALIEN INTO DUST, BUT IT COSTS ENERGY TO DO SO. YOU LOSE BETWEEN 20 AND 40 DEPENDING ON THE SPECIE OF ALIEN. IF AN ALIEN DOES GET TOO CLOSE TO YOU THEN IT IS TO YOUR ADVANTAGE TO FIRE, BECAUSE IT USES LESS ENERGY THAN GETTING HIT BY ONE. WHEN YOU FIND A HUMAN YOU MUST GET CLOSE ENOUGH THAT YOU HEAR A SOUND, AND THEN THE HUMAN WILL CHANGE COLOR SLIGHTLY. THIS MEANS THAT YOU HAVE STRAPPED A LOCATOR OUT OF YOUR BACKPACK ON HIM, AND THAT HE CAN NOW BE BEAMED UP. A FEW OTHER THINGS TO KEEP IN MIND ARE; YOU USE A POINT OF ENERGY EVERY STEP, SO MAKE YOUR MOVES WISELY. YOU USE TWENTY POINTS OF ENERGY WHEN YOU GO UP OR DOWN ELEVATORS. YOU WILL KNOW WHEN YOU'RE IN AN ELEVATOR, IT'S PLAINLY MARKED. THE GAME ENDS WHEN YOU HAVE RAN OUT OF TIME AND THE PLANET IS DESTROYED, WHEN YOU HAVE USED ALL YOUR ENERGY, OR IF YOU MANAGE TO COMPLETE THE MISSION OF RESCUING ALL THE HUMANS. REMEMBER THAT THE BUILDING IS DIFFERENT EVERY GAME, SO EVERY TIME YOU PLAY THE SITUATION IS DIFFERENT. GOOD LUCK... HIT SPACE BAR TO PLAY AGAIN.